



THE

# JACG NEWSLETTER

## JACG

THE JERSEY ATARI COMPUTER GROUP

VOLUME 8 NUMBER 6

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AUGUST 1988

### FROM THE EDITOR'S DESK

You probably have noticed a reduction in the number of pages in the most recent JACG NEWSLETTERS...but I hope that there has not been a concomitant reduction in the quality. By reducing some of the repetitious information, I think that content quantity has suffered very little. I have also gone to another printer who is delivering equal quality at a considerable reduction in price...our treasury is healthy. It is quite normal for summer issues to be a bit on the "thin" side...as this one is...we all suffer from the same malaise...the doldrums...the summer time blues are upon us.

On the serious side...this is the time of year when the majority of memberships are due for renewal...RE-UP - for goodness sakes! Keep the JACG healthy, and continue to avail yourself of the benefits of membership. The NEWSLETTER, 8 and 16 Bit PD libraries, the JACG BBS, flea market, vendors, questions and answers, demos, software and hardware support...and comradeship...to mention only a few! Maintain your membership - help US grow through YOUR involvement in the JACG!

Enjoy your summer...See you at the next meeting...

'til then...

*C. B. Mays*  
pin 6

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### CALENDAR OF EVENTS

SEPT. 10, 1988	JACG Monthly Meeting: Word Perfect Talk
OCT. 1-2, 1988	Washington, DC Atarifest
Oct. 14, 1988	JACG Monthly Meeting: Officer Nominations



# ATARI®

# ST

# Computer System

68000 MICROPROCESSOR - 8 MHZ CLOCK - RS232 SERIAL PORT - PARALLEL PORT  
 HARD DISK DRIVE PORT - CARTRIDGE PORT - SECOND FLOPPY DRIVE PORT - 192K ROM  
 MIDI INTERFACE - TOS OPERATING SYSTEM - GEM DESKTOP - 512 COLORS  
 MONOCHROME 640 X 400 RESOLUTION - COLOR 640 X 200 RESOLUTION

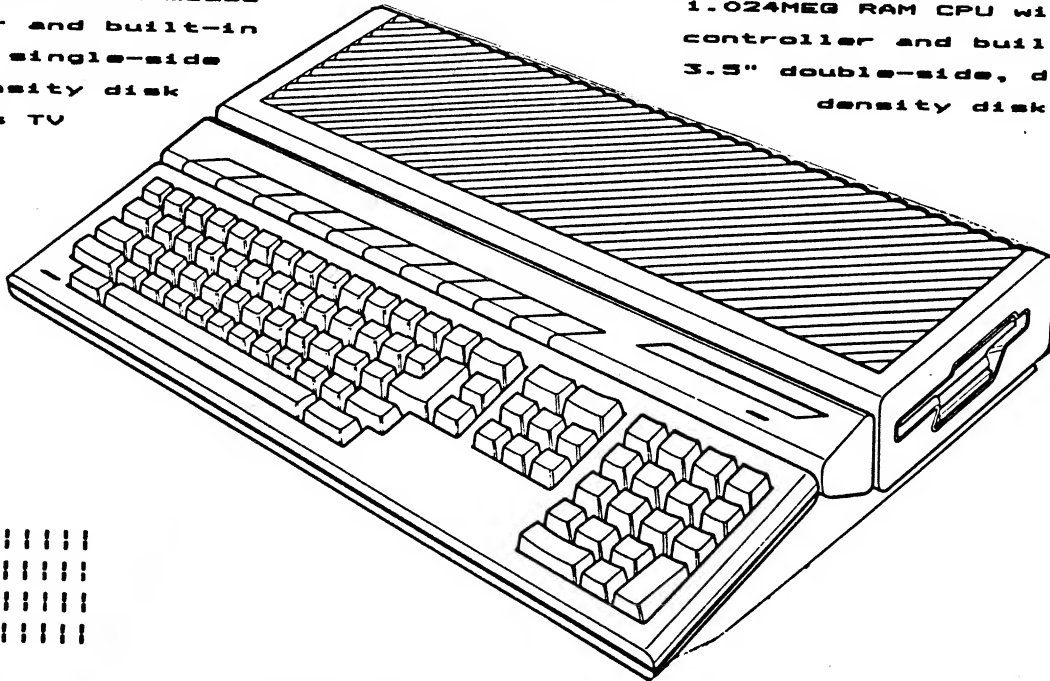
90-day Warranty - Over-the-Counter Exchange

**520ST<sup>FM</sup>.....\$ 549.95**

512K RAM CPU with mouse  
 controller and built-in  
 360K-3.5" single-side  
 double-density disk  
 drive plus TV  
 output

**1040ST<sup>F</sup>.....\$ 709.95**

1.024MEG RAM CPU with mouse  
 controller and built-in 720K  
 3.5" double-side, double-  
 density disk drive



|||||  
**MONO**  
**SYSTEMS**  
 |||||

**520ST<sup>FM</sup> CPU with .....\$ 699.95**  
 ATARI SM124 Hi-Res B&W Monitor

**1040ST<sup>F</sup> CPU with.....\$ 859.95**  
 ATARI SM124 Hi-Res B&W Monitor

|||||  
**COLOR**  
**SYSTEMS**  
 |||||

**520ST<sup>FM</sup> CPU with .....\$ 789.95**  
 MAGNAVOX CM8505 Med-Res RGB Color  
 Monitor

**1040ST<sup>F</sup> CPU with.....\$ 949.95**  
 MAGNAVOX CM8505 Med-Res RGB Color  
 Monitor

**520ST<sup>FM</sup> CPU with .....\$ 889.95**  
 ATARI SC1224 Med-Res RGB Color  
 Monitor

**1040ST<sup>F</sup> CPU with.....\$1049.95**  
 ATARI SC1224 Med-Res RGB Color  
 Monitor


**GEMINI ENTERPRISES**  
 86 Ridgedale Avenue  
 Cedar Knolls, NJ 07927

(201) 267-0988

## PRESIDENT'S REPORT

by Doug Van Hook

Each time a member of JACG switches on their ATARI, our Users' Group becomes stronger. Hopefully, JACG inspires many of its members to explore their computers at meetings, through the bulletin board, and through the newsletter.

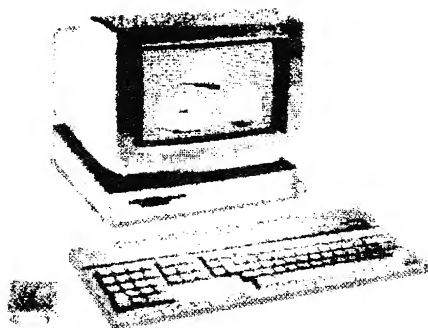
This brings me to the topic of my last article as President of JACG, the State of Jersey Atari Computer Group. Thanks to the effort of the Executive Committee, and the support of its members, JACG is strong. Despite ATARI's failure to address the U.S. market, people are seeking out the few remaining ATARI dealers, and coming to us for support.

Hang in there... I expect great things from Atari within the next two years! The new factory in Texas, and the Reorganization of Atari will strengthen Atari in the 90's. Until the new facility is re-tooled, and Atari marketing is getting the right products, to the right market, at the right time, things will be rough.

The key will be the right mixture of 8-Bit and 16-Bit representation at our meetings. A wide variety of demo's will keep our members enthusiastic. Support for the disk library with the disk of the month will keep members using their computers.

Membership can increase! But not without encouragement and help for those who send out meeting announcements to newspapers and magazines. The bulletin board has enlisted new members by providing the incentive of greater access time. Meetings should be filled with Demonstrations. Strong-Arm tactics are O.K.! The Newsletter has kept us in contact with the rest of the Atari world. Many of our members found out about JACG by picking up a Newsletter in their computer store!

Don't let your officers slack off! Keep the meetings exciting! Make sure that Computer Shopper, Antic, Analog, and Atari Explorer publish our BBS Phone Number once in a while. Encourage members to write programs... or play games! As long as our members enjoy turning on their Atari(s), we'll keep JACG healthy.



## NOISE FROM NOYES

by Dave Noyes

### ON SUPPORT in the ATARI 8-Bit World

How many of you either subscribe to or purchase regularly, an ATARI specific magazine? How many of you regularly purchase software? How many of you regularly attend a user group meeting? How many of you utilize on-line services in ATARI specific areas? How many of you have called or written software producers/developers regarding support for ATARI products?

How many of you wish for continuing support of the ATARI 8-Bit line? I'd be willing to bet that paragraph two is geometrically greater than paragraph one! To me, it's the same old story of "complaining about the weather, but doing nothing about it. One can not just sit back and expect things to happen...support for the ATARI 8-bit line is rapidly going by the wayside; and although ATARI Corp. and retailers (the former did nothing to combat the undeserved "game machine image", and the latter in sheer ignorance perpetuated the same image) can field some of the blame, users are not blameless. And that means YOU!

What can you do? Get out your wallets and your pens. Retailers and ATARI do understand and support \$\$\$\$. There is good software and hardware out there. Get some \$\$\$ into the retail stream. Let ATARI and the developers/producers know that you are alive...and don't intend to buy up or out...ATARI 8-Bit owners of the world, unite...etc.!

### DISK LIBRARY

Sam Cory - JACG

#### September Exchange...

If you have had trouble using your JACG Disk Library version of DAISY#DOT II, bring your program disk (not font disk) to the September JACG meeting and get an updated disk which will allow you to print the documentation (provided that you have a compatible printer) with nary a problem.

#### September Disk of the Month...

Four (count them - 4) NLD (Near Letter Quality) font disks for DAISY#DOT II will be on sale (for Disk of the Month prices) at the September JACG meeting...a MUST purchase for all owners of DAISY#DOT II.

Format Commands (for your printer):

Select t ----- top margin  
 Select b ----- bottom margin plus  
                   number of lines to bot-  
                   om (58)  
 Select l ----- left margin (3)  
 Select r ----- right margin (80)  
 Select c ----- Center following text  
 Select s ----- line spacing >1 (double  
                   spacing is s2)  
 Select f ----- Define footer (direc-  
                   tions found in  
                   FOOTER.DOC)  
 Select h ----- Define header  
 Select q ----- justify right margin  
                   (like the right column  
                   of a newspaper) 0=off  
                   1=on >off (example: q1)  
 Select n ----- next page (conditional  
                   with # >0)  
 Select p ----- page length >66  
 Select m ----- margin release  
 Select u ----- underline toggle  
 Select w ----- page wait  
 Select x ----- columns across >80  
 Select # ----- print page no.  
 Select @ ----- starting page number #  
                   >1  
 Select i ----- Information line  
 Select g ----- Go to linked file  
 Select j ----- Select linefeeds  
 Select/capital letter = decimal print-  
                   er code ----- makes  
                   custom printer codes  
                   that may be embedded in  
                   your text. For codes  
                   with multiple numbers,  
                   use two separate  
                   capital inverse let-  
                   ters. Type C=27P=81  
                   (Prowriter code for  
                   condensed) at the top  
                   of the program, to in-  
                   struct the computer  
                   that you would like  
                   condensed printing.  
                   Then place the inverse

CP to the left of the  
 text which is to be  
 condensed. Don't forget  
 to assign the turn off  
 code to capital letters

and place it in the  
 text as well. Printer  
 codes are decimal  
 numbers and may be  
 found in your printer  
 manual.

.=32 1=27 2=14 3=15 4=18 5=10 6=13

Key commands:

Ctrl M ----- Go to disk menu (from the  
                   editor) for list of files  
                   on your disk  
 Esc ----- Move back to editor (your  
                   work space) from the disk  
                   menu  
 Ctrl L ----- (In the menu) Load your  
                   file. Using arrows,  
                   place box over the file  
                   to be loaded, and press  
                   Ctrl "L." This method  
                   erases the file that was  
                   on the screen if there  
                   was one.  
 Ctrl L ----- (In the editor) Merges a  
                   file from a disk with the  
                   one on the screen. The  
                   merging file enters at  
                   the position of your  
                   cursor in the editor work  
                   screen  
 Ctrl Y ----- Word wrap on/off  
 Ctrl I ----- Insert mode (push over)  
                   or Replace mode (type  
                   over)  
 Return (EOL) ----- Use for paragraph  
                   end, for a blank line  
                   saver, for making  
                   outlines, for clearing  
                   a command on the command  
                   line, after titles, and  
                   at the end of your  
                   printer formatting codes.  
                   at the top of the program  
 Ctrl Delete ----- Deletes the  
                   character under the  
                   cursor  
 Shift Delete ----- Deletes all blank  
                   spaces from the cursor  
                   to the next character  
 Delete/Back Space - Deletes a charac-  
                   ter or space to the left  
                   of the cursor

Select Ctrl D ----- Deletes text by  
                   (s)entence, (w)ord or  
                   (p)aragraph (p is one re-  
                   turn to another) but  
                   saves it to the buffer  
                   (safety) zone for later  
                   use  
 Ctrl D ----- Delete text but clear  
                   memory buffer  
 Ctrl R ----- Restore deleted text  
                   from paste buffer (May  
                   be used to copy text  
                   from one place to an-  
                   other.)  
 Ctrl K ----- Kill buffer memory to  
                   make room for additional  
                   data. (During a move of  
                   sentences or paragraphs  
                   from one place to the  
                   other, press CTRL K. Then  
                   type Select Ctrl D and  
                   delete to the end of the  
                   "s, w, or p." Move the  
                   cursor to the new  
                   location and press Ctrl  
                   R. The information  
                   enters there.)  
 Select Ctrl U ----- Delete your file  
                   in the editor from the  
                   cursor to the top of your  
                   file  
 Select Ctrl V ----- Delete your file  
                   from the cursor to the  
                   end of the file  
 Ctrl Clear - Erase entire file  
 Ctrl ? ----- Word count  
 Ctrl U ----- Shows how much memory has  
                   been used or is unused  
 Ctrl W ----- Print position of cursor  
                   (page and line)  
 Ctrl S ----- (In the editor) Save your  
                   file to the disk.  
 Ctrl P ----- Print contents of the  
                   editor to the printer.  
                   Then hit RETURN to print.  
 Ctrl L (add /D) ----- Loads the disk  
                   directory into the screen  
                   editor (by adding a /D to  
                   the end of Load File/D:  
                   on the command line). You  
                   may then print the  
                   directory of files on the



disk by pressing Ctrl and P.

**WARNING:** Be sure you have saved the file you wanted to print before loading this file, or you will ERASE all of the your work.

Ctrl J ----- Restore default parameters

Tab ----- Inserts 5 spaces in your text (for indenting paragraphs)

Select Ctrl F ----- Changes the command line and asks for the word to find

Ctrl Insert Inserts 1 space in your text

Ctrl F ----- Moves to the first instance of the word or phrase

Shift Insert - Inserts 255 spaces in text from your cursor

Select Ctrl C ----- Locate a word or

Ctrl A ----- Upper/Lowercase change  
Ctrl T ----- Text (letter) brightness  
Select Ctrl T ----- Reverses sequence  
Select Ctrl B ----- Change Background color

Shift Tab -- Widen screen display  
Ctrl Tab --- Narrow screen display  
(push again and again for smaller)

Esc/character ----- To print \_;\` on the screen and on the paper.

Ctrl C ----- phrase to change  
Change the found word or phrase

Ctrl B ----- Reverses the sequence of colors

Ctrl G ----- Global search and replace (both at same time and throughout the entire paper)

Ctrl N ----- On the XL/XE machines - fast repeat on/off

Select Ctrl N ----- Key click on/off

Select Ctrl Z ----- Turn-on screen

[To the brave souls who wish a completely automatic loading of TEXTPRO, turn your computer off, and load DOS from any working disk with files or the master of ATARI DOS 2.0 or 2.5 (or Sparta DOS, if you prefer), by pressing the OPTION key and switching on your computer. Then switch disks. (Remove the DOS disk and insert TEXTPRO.) If you are using ATARI DOS 2.0 or 2.5, type "A" and press RETURN 2 times. A list of TEXTPRO directory files will scroll to the top of your

#### The Arrow Keys:

Ctrl + ----- Move one cursor character to left without erasing

Ctrl \* ----- Move one character to right

Ctrl - ----- Move one row up

Ctrl = ----- Move one row down

Shift + ----- Move one word left without erasing

Shift \* ----- Move one word right

Shift - ----- Move one EOL character up (also one paragraph in a composition)

Shift = ----- Move one EOL character down (also one paragraph down)

Select Ctrl X ----- Turn off screen  
Select Ctrl O ----- Hide EOL (Returns) symbols from sight on/off

Ctrl X ----- Exit to Dos (disk operating system)

Option Reset ----- Return the editor from Basic

Ctrl O ----- Show spaces after EOL symbol (Return is an arrow) on/off

Ctrl V ----- Load a special macrofile into the word processor. (Here's a sample. Type on the command line at the top: COPIES.MAC with no spaces, and press RETURN. Now multiple copies may be printed by pressing Option and the number of copies you want (after a Ctrl P). Each macro contains an explanation of its use. Load the file into your editor and print the directions by going to the menu (Ctrl N), placing the white rectangle on the file name and pressing Ctrl L.

screen. Press the BREAK key as soon as you see the words AUTORUN.SYS. (If you are not as fast as your computer, don't worry. Merely type "A" and RETURN, RETURN again. When you see the AUTORUN.SYS file, press the BREAK key.) Then type "D" (Delete). At the left margin type: AUTORUN.SYS. The computer will instruct you to type "Y" if you really want to delete that file. Type a "Y" and press RETURN. (If you are curious and want to see if it really was deleted, type "A", RETURN, RETURN again.) Now press "R" (Rename). Type AUTORUN.AUTORUN.SYS and hit RETURN. Check to see if you successfully completed the name change ("A", RETURN, RETURN). Now merely turn your computer off and on and TEXTPRO will load immediately.]

Note: Special thanks to Chris Holtegaard (1-516-698-7456 from 10 to 4) who introduced the JAGC to TEXTPRO and to SPARTA DOS for the 8 bit computer.

## Congratulations ANALOG

Neil Van Oost Jr. - JACG

Yes, congratulations on an outstanding issue. If you haven't seen a copy of the August ANALOG, then rush right out and beg, borrow, buy or steal one. This issue is just packed full of goodies. Starting from page 1 right on through page 99.

First up is TRAIN CRAZY by Colin Faller, this is a fast paced game with lots of running, ducking and jumping. Good reflexes are required to help Oscar the Ostrich survive as he makes his way across the top of a moving train, grabbing diamonds and ducking chains.

Second is SOLAR SYSTEM SCALER by Carey M. Furlong, this program really helps to put the solar system in perspective. Followed by ANIMATION by Ron Goodman, which allows you to do your entire animation program in BASIC using two M/L routines. There are ten listings included to aid you in using 'Frame Generation' to animate your pictures.

Next is CRISIS CENTER by Joe McManus, a simulation where you are in control of a Crisis Command Headquarters in a major city (Dallas, New York or Los Angeles). The object of the game is to dispatch the right equipment to handle emergencies around the city. You gain points by making the right decisions and lose points when you don't get there in time and lives are lost.

WORDLOCK is a M/L utility by Andy A. Lee, which will lock up tight your private files. PRINTSCREEN is a graphics 0 screen dump utility, by Justin E. Wilder, that will print the contents of your screen from within most any program.

And best of all is BCALC, a spreadsheet by Barry Kolbe and Bryan Schappel. The introduction to this program reads, "A spreadsheet so easy to use that you don't need this article! Well, almost". And it is so true. BCALC contains many features that make it easy to use and the authors state "We have tried to crash this program in every way we can think of."

The above along with Panak Strikes, Master Memory Map, BASIC Editor II, Game Design Workshop and other articles, make this a "must have" issue. And so again, "Congratulations ANALOG, on a really fine issue."

DOM

John Dean - JACG

## WHEEL OF FORTUNE and some other goodies

This is a 2-3 player word guessing game based on a well known TV program. Words, and their classification (Quotations, phrases, things, people, etc.) are loaded into the computer, either by default or from a list numbered from 1 to 9 as selected.

After entering the names of the players, you will see the game board. Play can be either by joystick or keyboard. The joystick gets you to a desired letter by flashing letters at you until you release the stick, usually about two, or more, letters beyond your choice. I liked using the keyboard. On the keyboard use SELECT pick an option, and START to run it. With the joystick version, push down to select the option and press the trigger to start.

It's an interesting game. Now if the money you win were only real!

## WORD PERFECT REP COMING IN SEPTEMBER!

September will be a special meeting for anyone using, or considering the purchase of **WORD PERFECT** for the Atari ST. Mr. Matthew Kirk, the Word Perfect sales representative for New York and New Jersey, will be present to talk about the program, and to answer questions. Word Perfect brought out their word processor for the Atari ST late last year, providing the first high-end word processor for the computer, that is file and keyboard-command compatible with the IBM version, and which is backed by one of the best product-support groups in the industry. Anyone interested in **WORD PERFECT** should make sure to attend the September 10 meeting of the JACG to listen and talk to this person.

Call our Bulletin Board  
at (201)-298-0161



# FROM THE DESKTOP

by Linda Peckham

## VAPORWARE TO SEMIWARE: THE BETA PPP APPEARS

**Vaporware:** A software package that will be delivered at a certain date, usually announced with considerable fanfare and advertisements, which subsequently does not appear for months or years after the delivery date, or, sometimes, disappears entirely, never to be nestled on a seller's shelf. Classic example in the ST world: *Paperclip Elite* by Batteries Included, advertised in 1986, evaporated after the remnants of the company were sold to Electronic Arts.

**SEMIWARE** (new definition thought up by yours truly) A beta copy released by a company in a vain attempt to placate noisy, impatient users who are tired of waiting, and want to see something now, (no matter how buggy it is). Current example: *Beta Publishing Partner Professional*, released in mid-July by SoftLogik of St. Louis, Missouri.

**Publishing Partner Professional (PPP)** is a desktop publishing program originally announced by SoftLogik late last year. PPP is intended to be an upgraded, more-featured version of Publishing Partner, which has been available since about 12/86. Around the first of the year (1988), SoftLogik began advertising the new program, and in February, started taking orders for upgrades, with promises that the program would be completed and released in several weeks (generally "four weeks"). By July, the program still was not out, and ST users of GENie, at least, were complaining loud and long, and saying they wanted to have the program, bugs or no bugs. So, Softlogik decided to give the users what they wanted, and released the latest Beta copy. (NOTE: "Beta" refers to the second stage of testing a (commercial) program. After the program is more or less complete, it is given to people no associated with writing the program (usually people outside the company), and they try it out, and deliberately set out to "break" the program, i.e., run across the bugs. The beta testers report the bugs, and the programmer(s) attempt to modify the code to get rid of them.) And, having been one of those users who called in the upgrade order, I am now in possession of an IBM-style, two-inch wide binder, a partial set of documentation,

and a single disk containing a program, three fonts, seven printer drivers, and a few odds and ends. The program? Well, it is, for better or worse ..

## BETA, BUGGY AND INCOMPLETE

With the current version, a review of the software is not appropriate. Among other things, all the features are not implemented yet -- missing are the dictionaries and functions for automatic hyphenation and spelling checking, and the functions related to adding colors also appear to be missing in this version. Other functions may be included, but do not work -- in particular, the freehand drawing and polygon functions. So what follows is a brief overview of what is available, and some of the features that set it apart from its predecessor.

The most noticeable differences between PPP and PP are the borders around the work-screen, the toolbox, and three new menus in the menu bar. Figure 1 is a composite image showing the new drop-down menus, which contain many of the new selections. The next big difference is that PPP can have up to six documents in memory at once (memory size permitting). Figure 2 shows a screen shot with four documents. Note that each document can be viewed in different sizes and with different features (with or without rulers, etc). As with all GEM windows, the workscreens can be sized and moved around, with one active at any given time. The toolbox, which starts on the right side of the screen, can also be moved around to suit.

Besides obvious differences, PPP has more subtle differences over PP. Where PP has text attributes called TALL and WIDE, PPP does not. Instead, in the font/size dialog box, one can enter a different size for the text height, and for the text width. The import functions now modular, so that new text or graphics formats can be added. Currently, the importers can, or will be able to handle First Word, Word Writer and Word Perfect text, and Degas, Degas Compressed, IMG, and Easy-Draw files. (Unfortunately, PPP cannot currently import .TNY pics -- and I have six double-sided disks filled with 'em! I can convert formats, but that will take time .... grumble ...) Finally, separate print drivers for draft and final prints will no longer be needed; instead, at print-time, the dialog box gives a choice of selections.

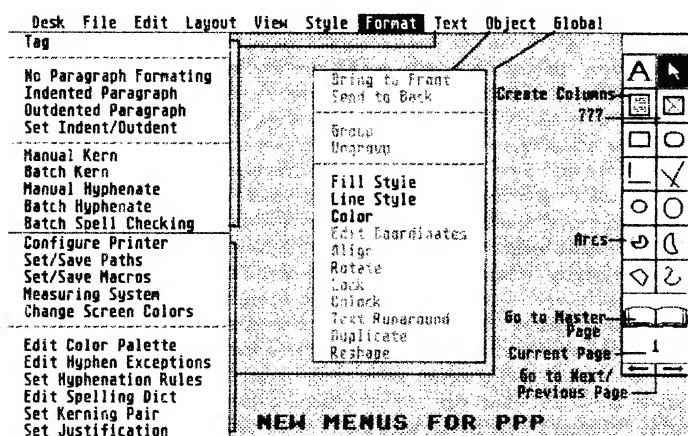


FIGURE 1. The 3 new menus, and the toolbox

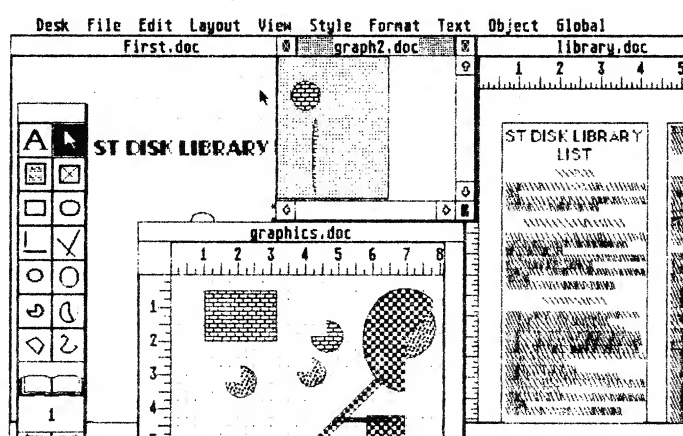


FIGURE 2. Four documents, and the toolbox is moved

## FROM THE DESKTOP...

But, obviously, in a product like this one, the big question to answer is, not what is different, but what is new? Well, here is a list (not complete), of what is -- or is promised -- in the new program. ("\*" indicates that this feature is not in my beta version, and therefore, is not 100.000% percent certain (maybe 90% plus <grin>) ? means I'm not sure if it's in or not -- I've only had this package a week!)

Text-Flow around objects (and it works!!!)

\*Auto-hyphenation

\*Spelling-Checker

Arcs (buggy)

\*Polygons adjusted to include arcs and splines (listed in the documentation only, this may be the least likely: it isn't listed in the advertisement.)

Rotation (It works, too! See the boxed column.)

?Style Sheets (Haven't tried this one yet -- for non-dtp'ers, Style Sheets are used in advanced dtp programs, to allow a user to define how the document will look -- text font and size, headers, footers, page numbering -- and store that information in a separate file, to be used by many different documents.)

?Paragraph indent and outdent. The outdent (first line starts to the left of the subsequent lines) can be managed manually in PP, but this will be an automatic process.

Grouping Objects (together)(buggy)

?Lock/Unlock (Keeps an object fixed to the page; can't accidentally move it.)

FONT CACHING AT PRINT TIME -- This is a biggy, for any person who has tried to print a full page of text in PP even once. The caching works; printing is much faster -- so far, it has started to print within two minutes. (PP 2-20 minutes, depending on amount of text)

## CONCLUSIONS, AT PRESENT TIME

Beta PPP is not a usable package. It's buggy. The incompleteness includes a complete lack of keyboard commands, a must for any frequent user. (I use the keyboard commands in PP frequently, especially for changing views, and for text attributes. Once a program is used enough to memorize commands, it becomes much faster to use the keyboard, than to lift a hand away from the keyboard and use the mouse or the trackball.) One of the worst frustrations with the beta is for dot-matrix printers. Not only do none of the text attributes (boldface, italics, etc) print, but several of the print drivers do not work at all! The boxed column was printed out using the Epson FX driver (and consequently, the proportions are not correct). Neither the driver for the NECP6, or the Epson-LQ works on my equipment! (The two printers have nearly-compatible commands, and should work the same at common resolutions.) And, right now, PP files cannot be imported.

But the potential is clearly there. If everything is implemented, Professional will give the Timeworks package a run for its money (a few more features versus a higher price), and it may well stand strong in any comparison with the mid to top-range packages for the Macintosh and IBM -- packages which run \$400 to \$900, against \$199.95 for PPP. I'm looking forward to the final, polished 2.00 version.

When it arrives.

## Special User Group Purchase Agreement

WordPerfect Corporation is offering WordPerfect 4.1 for the Atari to user group members at a special reduced price of \$155.00. This special offer will only be available from July 15th through September 15th.

Please complete the information requested below and return form to:

WordPerfect Atari Orders  
288 W. Center  
Orem, UT 84057.

Name \_\_\_\_\_

Street \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Number(\_\_\_\_) \_\_\_\_\_

Name of User Group \_\_\_\_\_

Signature of User Group officer or provide User Group ID# \_\_\_\_\_

Authorized WordPerfect Dealer (Name, Address, City, State, Zip):  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

WordPerfect Atari 4.1 \_\$155.00\_\_\_\_\_

Shipping:

F/X Overnight (\$18.12) \_\_\_\_\_

F/X 2nd Day (\$ 6.50) \_\_\_\_\_

UPS ground (no charge) \_\_\_\_\_

Utah residents add 6.25% sales tax \_\_\_\_\_

Total Payment: \_\_\_\_\_

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# PDG-16

BY Linda Peckham

## Disk of the Month

### #111 Spectrum Animation #1: 3D\_512

For those enthusiastic few who came to the club meeting in July, this disk is not unfamiliar, as it was being tested before the meeting began. This disk contains a delta animation file in the Spectrum format, and shows a multi-hued cube rotating against a colorful background. This animation will work on all color systems, including 512K machines.

## New Disks

### #112 VDOS (Virtual Disk Operating System)

This disk is a shareware virtual disk operating system shell from Marathon Computer Press, the makers of GFA Basic Companion 1.0 and 2.0. (A 'shell' is an interface between the user and another program or other programs, designed to make it easier to access/use those programs. Sending \$25 to the company will allow the user to obtain a 100-page manual, and to be placed on the mailing list for any upgrades. The features include entering commands from the keyboard (aka Command Line Interpreter) or by the mouse, including commands not accessible from the desktop. The .INF file can be set up to automatically run any number of programs with only two keystrokes. (Great with a hard disk!) The program has been beta-tested with most configurations.

## Updated Disks

### #58 MARK JOHNSON'S C VERSION 2.0

This disk was originally promised in May, but is only now coming out. Sorry about the delay.

### #54 XFORMER VERSION II

The 6502 emulator program has been completely re-written, to be faster and more complete. The program now runs on color and mono, but now also requires a megabyte to run.

## LOOKING FORWARD ...

September should see a plethora of new disks, just in time for school. One or two disks for kids should show up, along with a spreadsheet and some more games. New disks from the Washington, D.C. Current Notes library may also show up, including a 7.5 minute animation from France.

More importantly, at the September meeting, I

hope to release disk JACG\_LIB.000 -- a disk which will contain a complete listing of the library files, with descriptions. The disk will include the data files, the disk cataloger program, and a simple sorter program. The descriptors will, at least for the major files, contain such information as memory and monitor requirements, and the type of program. The sorter program will be able to take modified versions of the data files (also included), and sort by the data in the description fields. This disk will be routinely updated, every few months (frequency of updating will depend on the librarian's schedule). The notebooks at the table will also be updated (hopefully) by September.

## IF ANYONE KNOWS OF ...

One program that I could very much use is a cataloger for picture files; that is, a program that can print out several pictures on one page, and do an entire disk with just a few keystrokes. If anyone knows of any such program, whether commercial, shareware, or public domain, please let me know.

## SUBMISSIONS

Submissions to the library should be made on singlesided disks when possible. 10-sector formats are acceptable, but extended track formats should be avoided. We prefer programs which will run on 512K systems, color or mono. Documentation is preferred, and any requirements should be clearly noted. **COPY-RIGHTED SOFTWARE WHICH IS EITHER NOT SHAREWARE, OR NOT OWNED BY THE SUBMITTER, WILL NOT BE ACCEPTED!!**

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-----------	--------

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# A SAD AND A GLAD TALE

BY ERIC JACOVES

Several months ago I purchased the program

Chartmaster which claimed to produce Bar Charts, Pie Charts and line graphs at all three resolution modes of the Atari ST series of computers. When I booted the program in medium resolution mode it worked as advertised but having only four colors was not the best for charting in general so I eagerly booted it in low resolution. To my surprise the moment I hit one of the drop down menus I got three bombs and a locked keyboard. The program would not run in low resolution and I packet it up and sent it back to ABACUS with my registration for the warranty. In about two weeks there appeared in the mail a new copy of the program from Abacus and I went down to my computers to at last run the program in the 16 color low resolution mode. But first I made a backup copy as the manual strongly and wisely suggested. The Diskcopy program had a problem and could not copy the disk saying that it was damaged. I then copied the files to the backup disk one at a time and found that a data file needed by the main program was the bad file that foiled the Gem diskcopy utility. I had a good copy of the data file on the backup that I had made of the original disk. This was copied to the new master and backup and I tried once again to run the Chartmaster program in the low resolution mode. The result were two atomic bombs and a locked keyboard. Thinking that perhaps my computer was at fault I took the disk over to Jack Rutt (JACG TREASURER) but it failed to run on his Atari 1040 ST as well. Back to ABACUS it went with a letter describing the tale of woe and requesting that they test the program in Low res mode before sending it to me. I also called them and was told that there had been a bug in the Pascal program that had caused the problem and that they would test the new version to verify that it would work in the low res mode. Nice people and easy to work with even under adverse conditions such as these problems. The third new disk arrived in due time and I once again flew down to the computers and ignoring the need to backup request in the manual I double clicked on the program icon. A note had been written on the disk label stating that this disk had

been tested but alas when the double click was completed Gem brought up a dia-

log box with the message that the file must be damaged and would not run it. This being the main program file there was nothing that I could do since both of my old backup disks **had** the program bug and would **not** run at low res. It is possible that in shipment through the mails the thin package was subjected to strong magnetic fields causing the corruption of the file. I will send the disk back to Abacus a third time with a copy of this article as a letter and will include a package of my own design which will shield the disk with one inch of foam on each side and a metallic cover to help disable stray magnetic fields. Maybe I can get a working copy of this potentially useful program.

*Above was the bad news and along with bad news there must be some good news to balance the bad.*

The good news is that this article was written using Timeworx Wordwriter *program then saved and imported into* the Timeworx Desktop Publishing program and printed on the Hewlett Packard Deskjet printer which gives Lazer quality at 300 dots per inch.

## ***D.C. Atarifest!***

*Fairfax High School  
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Mr. Gary Purinton  
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## LEARNING TO PROGRAM IN ATARI BASIC

### LESSON 3 Version 1.13

#### Looping, GOTO, and FOR-NEXT

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#### CONTENTS:

LOOPING  
GOTO Statement  
ON-GOTO Statement  
FOR-NEXT Statement

This is Lesson 3 of Learning to program in Atari BASIC, brought to you by Jackson Beebe. Contact me at the address at the end of this lesson.

#### LOOPING:

Up to this point, our programs have executed "straight down" when RUN. This means execution began at the lowest numbered line, and proceeded sequentially until the last line was executed. Straight down program logic is very limiting, as each line may only be used once, and no decisions or branching may occur. Most importantly, the program cannot "loop." Looping, or sending program control back through earlier lines, is one of the most powerful features of a computer. It's what separates computers from calculators.

For example, we could write a program that converts Fahrenheit temperatures to Centigrade, prints the output, then "loops" back to the beginning of the program to convert more data. This would use the code over and over again. Very handy. Try this program:

```
10 REM * TEMP CONVERSION *
20 ? "INPUT Centigrade temp ";
30 INPUT CTEMP

40 FTEMP=CTEMP*1.8+32
50 ? CTEMP;"=";FTEMP;" Fahrenheit"
60 ?;?
70 GOTO 20
```

This lesson will present an introduction to the concept of looping, and covers the GOTO and the FOR-NEXT statement.

#### GOTO Statement:

This is the simplest of all UNCONDITIONAL TRANSFER statements. It's format is:

```
80 GOTO 20
```

A line number, followed by the word GOTO (some BASIC'S allow GO TO) followed by the destination line number. When encountered in a program, control goes immediately to the specified line number. (You'll receive an error message if there is no such number.)

An example of the GOTO is:

```
10 PRINT
20 PRINT "TYPE YOUR NAME"
30 DIM NAME$(15)
40 INPUT NAME$
50 PRINT:PRINT NAME$
60 GOTO 10
```

This program will loop forever, prompting, printing your name, prompting, etc. This is an INFINITE LOOP, as was the temperature conversion program earlier.

The GOTO statement is the subject of much controversy in BASIC. Many programmers feel it should NEVER be used, as it allows terrible sloppy programming, that defies tracing. For example:

```
10 GOTO 60
20 PRINT "HI"
30 GOTO 50
40 END
50 GOTO 40
60 GOTO 20
```

BASIC doesn't "protect you from yourself." It will allow your programs to wander aimlessly, and/or take wild leaps, that are nearly impossible to figure out. More structured languages don't permit this. This feature of BASIC is a mixed blessing. There are times I find a GOTO pretty handy, e.g. at the end of a menu. When you've tested for every possible correct input, and haven't found one, then it must be an error, so you erase the invalid entry from

the screen and send control back to the input to try again, with a GOTO. It's clear enough there.

Go easy on these, and don't use them to fix a sloppy kludge that you've got going, that REALLY needs to be

re-written into cleaner code. Please don't give BASIC a bad name !!

#### ----- ON GOTO Statement: -----

This is like the GOTO, in that it is an UNCONDITIONAL transfer statement. This has a built-in feature of sending the program to one of several places, depending on the value of some variable. It has the syntax:

25 ON (variable) GOTO XX,YY,ZZ

If the variable named, has the value 1, control goes to line XX. If variable = 2, control goes to line YY, and to ZZ if variable = 3, etc. on and on.

For example, let's say we have a menu like the one below, and we use a variable named CHOICE to bring in our input.

-----  
<1> Load a file

<2> Save a file

<3> Directory

<4> Quit to DOS

CHOICE > ?  
-----

Code would look like this:

```
5 REM ** MENU DEMO **
10 ? CHR$(125)
20 ? :? :? "    <1> Load a file"
30 ? :? "    <2> Save a file"
40 ? :? "    <3> Directory"
50 ? :? "    <4> Quit to DOS"
60 ? :? : "    CHOICE > ";
70 INPUT CHOICE
80 ON CHOICE GOTO 150,200,250,300
90 etc
100 GOTO 70
110 etc
120 etc
"
"
900 END
```

This uses an INPUT statement to bring in a value in CHOICE, either a 1, 2, 3, or 4. Depending on the value, it sends the program to 4 different places, line 150,200,250, or 300.

If CHOICE is 1, control will go to line 150. If 2, then line 200. If 3, then line 250, and if 4 then line 300. If the value of the variable is 1, then it goes to the first line #, if 2, it goes to the second, and so on. These can string out to more choices that you or I will probably ever need.

The destination line numbers don't need to be in any order. For instance, this is okay:

120 ON CHOICE GOTO 15,150,25,95,450

Very handy for menus, and small numbers 1-6 or so. If CHOICE is not exactly equal to one of these integers, the program will "fall through" the line. Sometimes you can force large numbers down to low integers by dividing, and taking the INTEGER value, etc.

#### ----- FOR-NEXT Statement: -----

This is used when you know you want to "crank" a loop a certain NUMBER OF TIMES (like looping 6 times to guess the LOTTO number (6 digits) or by using a variable to determine how many times to loop.

We usually put a FOR and a NEXT "around" code that we want to execute a set number of times. For example:

```
50 FOR X = 1 TO 10
60 PRINT "SUPER"
70 NEXT X
80 END
```

This would "loop" from line 50 to 70, 10 times, printing SUPER each time. The syntax is:

10 FOR (variable) = start# to finish#

...then our routines in here...

20 NEXT (variable)

FOR-NEXT loops count from the starting number specified, to the ending number. When you reach the ending number, it will not loop back to the FOR statement again, but will "fall through" the NEXT statement to the next lines of the program. The loop is "finished." For example:

25 FOR NUMBER = 1 TO 5

.... code. ....

```
55 NEXT NUMBER
```

or

```
25 FOR COUNT = -3 to 27
```

```
.... code.....
```

```
95 NEXT COUNT
```

There's also an optional ending called STEP, to specify how many numbers to step each time you count. If you leave it out, it steps 1 at a time by default. It looks like this.

```
10 FOR X=1 TO 6 STEP 2
```

```
.....
```

```
90 NEXT X
```

This steps 2 at a time. This loop would only run a total of 3 times (X=1,X=3,X=5). X starts at 1, then is 3, then 5. (The next value would be 7, and be greater than 6.) When the value of the variable is greater than the ending number, it DOESN'T execute the code in the loop (between FOR and NEXT), but goes to the next line AFTER the NEXT statement. It "falls thru" the FOR-NEXT loop.

FOR-NEXT loops may step from a higher to a lower or negative number, by specifying a larger starting than ending number, and using a negative STEP value. For example:

```
10 FOR NUM = 3 to 1 STEP -1
20 ? NUM
30 NEXT NUM
40 END
```

This would print a list of numbers from 3 to 1. You may even step by decimal values. We will use FOR-NEXT in MOST programs we write for one purpose or another.

EVERY FOR NEEDS A NEXT. They must match up in number (3 of each, etc.)

Atari BASIC allows more NEXT than FOR statements like:

```
125 FOR NUM = 1 to 50
130 IF NUM = 27 THEN NEXT NUM
135 IF NUM = 28 THEN NEXT NUM
140 IF NUM = 29 THEN NEXT NUM
145 PRINT NUM
150 NEXT NUM
160 END
```

This program just loops 50 times, and prints the value of the loop variable NUM each time, except when NUM equals 27, 28, or 29. For those values, the NEXT NUM statements in lines 130-140 send control immediately back to the FOR statement in line 125, not passing through line 145's PRINT statement.

If you have a BASIC compiler, and try to compile the above program (more on compilers in much later lessons), it probably will blow the compile, seeing too many NEXT statements. This could be fixed by changing lines 130-140 from saying NEXT NUM to saying GOTO 150. Just a handy household hack!

We usually put a FOR-NEXT loop "AROUND" other code, to get the program to do that code, a certain number of times. The true power of the FOR-NEXT loop comes from the fact that it can use VARIABLES for the starting and finishing number, as well as numbers. This allows it to do something like "check every letter in a word." To do that, we could write a FOR-NEXT loop from 1 to the length of the word. Lets assume we INPUT a word, using the variable WORD\$. Like this:

```
15 REM * DEMO *
20 DIM WORD$(20)
25 PRINT "Type in an uppercase
word. ";
30 INPUT WORD$
35 FOR X = 1 TO LEN(WORD$)
40 IF ASC(WORD$(X,X)) < 65 OR
ASC(WORD$(X,X)) > 90 THEN PRINT
"!!ERROR!!":END
45 NEXT X
50 PRINT "THIS WORD IS UPPERCASE"
55 GOTO 25
60 END
```

This program INPUTs a word to the variable WORD\$, and checks the ATASCII code to see if it's right for uppercase letters. More on ATASCII later. Look in your manuals. All the letters, numbers, punctuation, etc are assigned numbers, i.e. A = 65. Type in the program above, and try it. Type in short words in uppercase, then in mixed upper/lower case.

Now to be technical! (I know it's a pain, but you need this one.) The value of the loop variable (the one specified in the FOR and the NEXT statement) increments each time it LEAVES the NEXT statement, and zooms back up to the FOR. Again, the place that the loop variable or counter, is incremented, is as it leaves the NEXT statement (line 45) and returns to the FOR statement (line 35.)



A small programming trivia thing to remember, is that the value of a FOR-NEXT variable is always ONE greater than the value of the loop, after it finishes. See, it drops though one last time when it's done, and gets incremented a final time, even though it's done looping. Programs begin execution at the next line after the NEXT, when the loop is finished. Again, think of the FOR-NEXT loop as "falling through" when finished.

FOR-NEXT is frequently used for a timer, to make the program sit there and wait for a moment. For instance, when printing an intro screen like this:

```
10 ? CHR$(125)
20 ??:?:? " * $ WELCOME TO * $"
30 ??:?:? "      SNAZZO"
40 ??:? "    by B. Mudflap"
50 FOR X = 1 TO 400:NEXT X
60 ? CHR$(125)
100 main body of program etc.
```

This would clear the screen, print your introduction, wait there aprox. 10 seconds, then clear the screen and begin the program. A larger value in the FOR-NEXT loop will take longer to count up to. Try these timers yourself.

#### SUMMARY:

Up to this point, we know:

#### TWO WAYS TO LOOP:

- 1) GOTO statement
- 2) FOR-NEXT statement

Next lesson we'll learn the basic 3rd, the IF-THEN statement, that tests and loops or branches.

\*\*\*\*\*

#### BLAST FROM THE PAST:

Do you know three ways to get data into a program?

ANSWER: 1) the LET statement

2) the READ-DATA statement

3) the INPUT statement

#### SAMPLE Problems:

#### PROBLEM 3

Write a program that prompts for input in inches, and shows labeled output in centimeters, using the formula 1 inch = 2.54 centimeters.

When it finishes, it should loop back and prompt for input to run again and again. (Quit using BREAK key.)

#### PROBLEM 3A

Write a FOR-NEXT program that produces the printout:

```
6 5 4 3 2 1 ZERO
```

#### PROBLEM 3B

Write a program that prints out all the even numbers between 0 and 50.

#### PROBLEM 3C

Write a program that produces a table of numbers, their squares, and their square roots, using the format below. The table MUST start at 10, and finish at 1.

NUMBER	SQUARED	SO. ROOT
10	100	3.16228
9	81	3
8	64	2.82843
.	.	.
.	.	.
1	1	1

This concludes lesson 3 of Learning to Program in Atari BASIC. Be sure to catch Lesson 4 which covers:

IF-THEN Statements  
Counters  
Summing

# Atari Announces Special Summer Sale Bundles

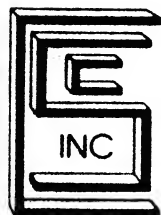
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